



magazine

official PLAYbook of the LEGO® Club

CALLING ALL AGENTS...
Alpha Team Needs you!

THE ULTIMATE VAMPIRE!
Surrender or Run!

MESOZOIC MONSTER!
Complete Building Steps!

**KNIGHT'S
KINGDOM**



Ultimate Vahki! <<<<<<<

BIONICLE

When there's a danger too great for any Vahki squad to meet, Metru Nui relies on their ultimate Vahki machines for protection. But should these mechanical enforcers turn and betray the city, what power could stand against them?

THE KRAAHU

An extremely specialized Vahki model, the Kraahu is called into action less often than the Krauu. Powerful and bulky, the Kraahu is capable of transforming its body into animated sheets of protodermis. It can then flow through narrow cracks or vanish into the pavement, before reforming somewhere else. This makes the Kraahu highly effective at pursuing law-breakers into tiny spaces or confusing rampaging Rehi with its sudden disappearances and reappearances.

Kraahu

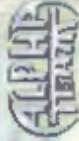
Unlike the Vahki, who have a central mechanism governing their intelligence, the Kraahu's knowledge centres are scattered throughout its body. The advantage of this? The Kraahu can actually split apart and send its individual pieces to act independently. This allows it to chase multiple foes by sending all its legs off in six different directions, while its other components monitor the area and defend against attacks. As a single unit, the Kraahu is capable of sending out cloud-like sun-kraahu parts give off a powerful electrical charge when touched.



Access more information on
the Vahki squads and the city of
Metru Nui at www.LEGOclub.com

club code
BIONICLE

A HAZARDOUS VEHICLE WITH SPY AND SPYING
ACROSS A VAST LAND OF SNOW, ICE AND FREEZING COLD...



DASIL, DO YOU HEAR ME?
OGNI, AND HIS ICE DRONES ARE
TRYING TO REVE THE
WORLD - AND WE DON'T HAVE
ENOUGH ALPHA TEAM AGENTS
TO STOP HIM!

ROGER!
WE NEED TO
RECRUIT MORE AGENTS,
AND FAST!

HARD TO BELIEVE
THIS WAS A DROID
AT YOUR SCOPE

WHOA, RADIAL! YOU'RE
NOT GOING TO BELIEVE
WHAT I'M SAYING!

ONE OGRE SNOW CRABPAK
WITH ICE DRONE SHOTTED BILLION!
I AM FURIOUS!

Please Register Your Product, Download Free Games &
Get Exclusive Offers & Promotions at www.lego.com

LEGO® DOTS™, THE OGRE CRABPAK™
THE LAND AND ABOVE IT IS AN ICEBERG



ALPHA MODE INITIATED



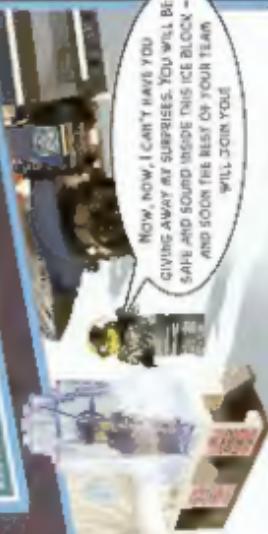
SMOOSH!!

...ALPHA MODE INITIATED...



Rapido To Alpha Team
It looks like Ogel's up to
something a lot bigger than just
expanding ice and snow!
He's planning to -

In the Rapido Prodigy's latest
mission, he's taking over!



Now, now, I can't have you
giving away my surprises. You will be
safe and sound inside this ice block -
and soon the rest of your team
will join you!

TRANSPORTATION COMPLETE: 200H: 2K
- UP AND OVER I GO!

No!

I HAVE A PLAN SO COOL,
IT'S FROZEN SOLID - AND NOT
EVEN ALPHA TEAM CAN
STOP ME NOW!

LEGO® CITY
POLICE
POLICE
POLICE
POLICE
POLICE

LOG ON TO
www.LEGO.com/ALPHATEAM
to become an Alpha Team agent!

GEAR UP FOR A CHANGE!

ALPHA TEAM'S NEW DOUBLE DUTY SPY SHUTTLES!

Alpha Team Agencies Assemble!

When we first heard that the Alpha Team was planning lots more missions, we knew right away that one of our old and favorite spy shuttles had to go. So we came up with a new double-duty model. Those agents are really hot, though. They brought the bottom Alpha Team down to help you get the job done!



At: USER MODE >>> DRONE

DFSH JUSTICE
Alpha Team Commander

Chill Speeder

Raven Team Vehicle Code: 4146
 Top Speed: 400 mph/640 km/h
 Color: Ice blue/white/Marshmallow
 Features: Wind tunnel

ALPHATRODE: Hit the controls and it turns like an X-wing fighter.

VEHICLE CLASS: Alpha Team's newest spy shuttle. It has a sleek, futuristic design and a very fast top speed. Its ice-blue paint job makes it stand out from the rest of the Alpha Team.

Ice Blade

Raven Team Vehicle Code: 4145
 Top Speed: 400 mph/640 km/h
 Color: Ice blue/black/marshmallow
 Features: Heavy-duty blade, plasma shield, heat shield

ALPHATRODE: Attack in increments to freeze your enemies.

VEHICLE CLASS: From what I gather, no one has ever seen a vehicle like this before. You could be passing an entire city and not even know it's there! It's built for speed and can burn an engine to ashes.

Tundra Tracker

Raven Team Vehicle Code: 4148
 Top Speed: 400 mph/640 km/h
 Color: Marine brown/ice blue/marshmallow
 Features: Heavy-duty blade, plasma shield, heat shield

ALPHATRODE: Alpha Team's newest spy shuttle. It changes into a mobile base.

VEHICLE CLASS: Alpha Team's newest spy shuttle. It changes into a mobile base.

The rugged new mobile vehicle was designed by the ATC staff. One thing they took care of is that our team brought along their mobile base.



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W. S. Spillman, March 31

UPFRONDE Turns into a lightning bolt when struck by high-voltage electricity.

VEHICLE CLUTTS. Make it a rule to keep your car clean and neat. Don't let clutter pile up in the car. Don't bring along unnecessary items. If you must have a radio, make sure it is in good working order. Don't let clutter pile up in the car. Don't bring along unnecessary items. If you must have a radio, make sure it is in good working order.



Mobile Command Center

PSI TRAIN VEHICLE CO. 4760-4761
MAX SPEED 161 mph/260 km/h
GEAR BOX 2 magnet motor/gearbox
SCHOOL BUS 15.2 SEAT/ROW, 1000 mm CHASSIS TWIN

PHANODE Changes from a powder to a rock, has a faint hissing sound similar to a vehicle's tires.



• > > RUMPHAR NOTICE



 LEGO

KNIGHT'S KINGDOM

THE KINGDOM OF MORCIA

A land of endless magic and adventure. The good king has been replaced by the evil Vladek, and it is up to Four heroic Knights to find the Heart of the Magical Shield and save their kingdom.



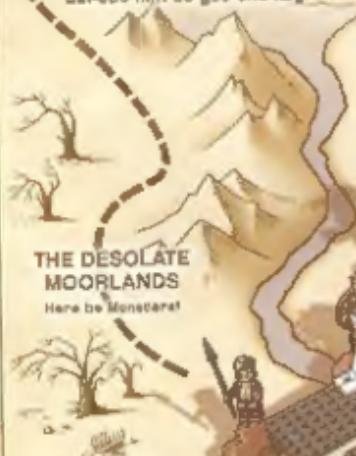
OKORAS PROVINCE
Home of Gonicis



use Santis' strength
to pull a boulder!

BORDER AMBUSH - 8778

A wicked Shadow Knight guards the rickety bridge to the Moorlands. Santis must defeat him to get the key!



THE DESOLATE
MOORLANDS
Here be Monstros!



use the catapult
to repel Vladek's attack!

Raise the bridge
and scale the tower
if you dare, but watch
out for traps, spinning axes
and the giant serpent's Lair!

CITADEL OF ORLAN - 8780

Challenges and mysteries await at the legendary Citadel of Orlan. Will the Knights' incredible skills be enough to gain the Heart of the Magical Shield?





Who Will Be the Next Tournament Champion?

A tournament challenge is a true test of knightly skill. Knock your opponent's shield off before he can remove yours and you'll earn the respect and adoration of the crowd!



You'll find 3 more game cards inside every Knights Kingdom set.

Attach game cards to your Knights for a whole new way to play! Knock off your opponent's shield to win the Challenge!

More Knight's Kingdom adventures await at www.LEGOclub.com CLUB CODE: KNIGHTS



Knights Kingdom

Knights Kingdom Challenge Card Game CHOOSE YOUR CHAMPION!

You can play KNIGHTS KINGDOM CHALLENGE with any cards in your deck, but for an extra challenge, choose one knight and pit his cards against your opponent's favorite. Who will you pick to be YOUR Champion?



SARTIS
Strength is my skill. If you want a good solid fight, it's your knight.



RASCUS
Agility is my specialty. Challenging or defeating you never know where it'll be next!

Make Your Own Shield!

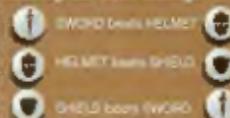
Here's your chance to make your own knightly shield using this page or a photocopy. Create a design for your shield. Have an adult cut out the shield (don't forget the hole in the middle!) and glue it to a piece of heavy paper or thin cardstock. You can attach your shield to a KNIGHTS KINGDOM figure to use in adventures and tournament challenges!



Rules

- Both players start with the same number of cards. Before playing, arrange your deck in any order you wish. Once the game starts, you cannot change the order of your cards.
- Hold your cards with the SHIELD side facing your opponent. It's time for a CHALLENGE! Cut out the trust symbol (SWORD, HELMET, SHIELD, HEART) if the MAGICAL SHIELD that appears in the top of the picture on the card. The player with the strongest symbol becomes the CHALLENGER; the other player is the DEFENDER. If both players have the same symbol, move those cards to the back of your decks and start again.

Attack Symbol Power Rankings



HEART OF THE MAGICAL SHIELD DICE

- The CHALLENGER places their card down with the SHIELD side facing up and sees which SKILL they are using to Challenge: SPEED (Blue Hexagon), STRATEGY (Red Star), AGILITY (Green Hexagon) or WISDOM (Purple Hex).

- The DEFENDER places their card on top of the Challenger's card with the SHIELD side facing down so that the POWER NUMBERS line up on the right side. The player with the highest POWER NUMBER in the CHALLENGER'S SKILL wins that challenge! If numbers are the same, then both players return their cards to the back of their decks.

- If you win a Challenge round, add your winning card to the back of your deck. Should you lose a challenge, you must put your card to the side (it cannot be used again in the current game).

- The game can last a set number of rounds or until one player has no more cards left. The player with the most cards left at the end of the game is the winner of the KNIGHTS KINGDOM CHALLENGE!



you can build this

BEWARE THE JAWS OF KRONOSAURUS!

More than 30 feet long, this giant marine reptile prowled the prehistoric seas during the age of dinosaurs, searching for food with the help of four powerful flippers.



You can build your own Kronosaurus using parts from 4506 Deep Sea Predators and 4507 Prehistoric Creatures!

WHAT WILL YOU MAKE?



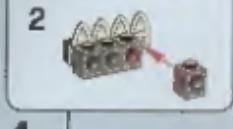
4506



4507



WHAT WILL YOU MAKE?



These sets include
step-by-step plans
for 16 different
Dino and Sea
Creature models –
plus 45 more cool
building ideas!



CAN TITAN XP
SURVIVE THE
JURASSIC JAWS
OF TERROR?

TITAN vs. THE DINOSAURS

